

Claims

1. (currently amended) A method for lossy compression of at least a portion of an input audio signal, and lossless compression of at least a second portion of the input audio signal, the method comprising:

encoding a frames of the input audio signal using lossy ~~encoding~~ compression based on a lapped transform as a lossy frame;

determining compression performance for the lossy frame;

for a frame of the input audio signal for which said lossy coding if the compression performance of the lossy compressed frame fails to meet an acceptable compression performance criteria, encoding the frame as a mixed lossless frame via a coding processing comprising:

1) processing the frame to effect the lapped transform and an inverse of the lapped transform of the frame to produce a processed frame; and

2) losslessly compressing the processed frame;

determining compression performance for the mixed lossless coded frame; and outputting better performing of the lossy frame or the mixed lossless frame.

2. (currently amended) The method of claim 1 wherein said lossy coding comprises non-rectangular windowing, and said ~~encoding-processing~~ encoding the frame as a mixed lossless frame also comprises the non-rectangular windowing.

3. (currently amended) The method of claim 1 ~~2~~ wherein said non-rectangular windowing uses a sine windowing function.

4. (currently amended) A digital signal encoder for lossy compression of an input signal, comprising:

a lossy codec for encoding frames of the input signal using lossy coding based on a lapped transform;

a mixed lossless codec operative when a frame of the input signal for which said lossy coding fails to meet an acceptable compression performance criteria, to encode the frame using

another coding comprising processing the frame to effect the lapped transform and an inverse of the lapped transform of the frame, and losslessly compressing the frame; and
a lossless codec operative when a subsequent frame of the input signal for which said
lossy coding fails to meet an acceptable compression performance criteria, to encode the frame
using another coding comprising losslessly compressing the frame.

5. (original) The digital signal encoder of claim 4 wherein said lossy coding comprises non-rectangular windowing, and said other coding also comprises the non-rectangular windowing.

6. (original) The digital signal encoder of claim 5 wherein said non-rectangular windowing uses a sine windowing function.

7. (currently amended) A computer-readable medium having computer-executable software code carried thereon for executing on a computing device to effect a method for lossy compression of at least a portion of an input audio signal, and lossless compression of at least a second portion of the input audio signal, the method comprising:

encoding a frames of the input audio signal using lossy coding compression based on a lapped transform as a lossy frame;

determining compression performance for the lossy frame;
for a frame of the input audio signal for which said lossy coding if the lossy frame fails to
meet an acceptable compression performance criteria, encoding the frame as a mixed lossless
frame via a coding processing comprising:

1) processing the frame to effect the lapped transform and an inverse of the lapped transform of the frame; and

2) losslessly compressing the frame;
determining compression performance for the mixed lossless coded frame; and
outputting better performing of the lossy frame or the mixed lossless frame.

8. (currently amended) The computer-readable medium of claim 7 wherein said lossy coding comprises non-rectangular windowing, and said ~~coding-processing~~ coding the frame as a mixed lossless frame also comprises the non-rectangular windowing.

9. (currently amended) The computer-readable medium of claim 7 8 wherein said non-rectangular windowing uses a sine windowing function.

10. (currently amended) A method for mixed lossless compression of an input audio signal, the method comprising:

applying a windowing function to a frame of ~~on~~ the input audio signal using an encoder to produce a windowed frame;

applying a lapped transform and its inverse transform which support perfect reconstruction on the windowed frame to generate a pseudo time domain using the encoder; and

losslessly compressing the pseudo time domain signal using the encoder; wherein the pseudo time domain signal is not in a frequency domain representation of the audio signal~~mixed lossless compression is lossless if the windowing function is reversible, and otherwise is lossy.~~

11. (original) The method of claim 10 wherein the windowing function is rectangular in shape.

12. (original) The method of claim 10 wherein the windowing function is non-rectangular in shape.

13. (original) The method of claim 10 wherein the windowing function is part-rectangular part non-rectangular in shape.

14. (currently amended) A method for creating a pseudo time domain signal to switch the coding from lapped transform based codec to time domain codec for one or more particular frames, the method comprising:

applying a windowing function on the input audio signal to produce a windowed frame;

applying a lapped transform and its inverse transform on the windowed frame to generate a pseudo time domain signal; and

using a time domain codec to losslessly compress the pseudo time domain signal;

15. (new) The method of claim 14 wherein applying a lapped transform and its inverse transform on the windowed frame to generate a pseudo time domain signal comprises performing a matrix multiplication with the windowed frame.

16. (new) The method of claim 15 wherein the pseudo time domain signal comprises only output independently valued samples of the matrix multiplication with the windowed frame.

17. (new) The method of claim 14 wherein the pseudo time domain signal is coded using linear predictive coding with a first order LPC filter.